

**IN THE ABSTRACT:**

Please replace the abstract with the substitute abstract submitted on the following separate page.

**ABSTRACT OF THE DISCLOSURE**

A video game device is provided with a recording medium storing a first image data group including a plurality of frames of image data for displaying a running action and a second image data group including a plurality of frames of image data for displaying a goal finishing action which successively follows the running action. A character display control unit reads the first and second image data groups from the recording medium and displays motions of a play character based on the read image data. A switch control unit switches the first image data group to the second image data group such that the running action and the goal finishing action are successively displayed without any discontinuity when the play character reaches a predetermined position by repeatedly displaying the running action. With such a video game device, an increase in production costs can be effectively suppressed, and a game player is prevented from having a feeling of incongruity while viewing displayed images.